AMENDMENTS TO THE CLAIMS

Claims 1-22 (cancelled).

23.   (Original) A system for playing a live card game involving a plurality of live

participants, said live participants including at least one player and at least one dealer, said

participants personally attending the card game about the system at a gaming table,

comprising:

at least one participant video display providing a plurality of changeable participant

display images;

virtual playing cards;

playing card images which indicate the nature of virtual playing cards dealt or

otherwise assigned to the live participants;

slot symbols which are associated with virtual playing cards in a manner which

varies during play of the card game, said slot symbols being presented to the participants

so as to provide participant slot groups which vary between winning slot groups and losing

slot groups when virtual playing cards and associated slot symbols are assigned to the live

participants during play of the card game;

at least one game processor for processing data involving the virtual playing cards

and slot symbols;

at least one dealer control which includes at least one dealer control sensor which

is activated by the dealer to control action of the card game including at least dealing of

virtual playing cards to the participants;

whereby a participant may receive a jackpot in response to receiving a winning slot group, or may receive a payoff in response to a winning card hand defined by the virtual playing cards dealt to the participant.

24.   (Original)   A system according to claim 23 further comprising a pay line display for displaying participant slot symbols.

25.   (Original)   A system according to claim 23 further comprising a pay line display for displaying slot symbols, said pay line display being a part of said at least one participant video display.

26.   (Original)   A system according to claim 23 further comprising at least one pay line display for displaying participant slot symbols, said at least one pay line display including a secondary pay line display which is separate from said at least one participant video display.

27.   (Original)   A system according to claim 23 wherein said at least one game processor additionally performs a function of recording game action for the card game being played to enable subsequent analysis or replay.

28.   (Original)   A system according to claim 23 wherein said at least one dealer control includes a plurality of dealer control sensors.

29.   (Original)   A system according to claim 23 wherein said at least one dealer control includes a plurality of dealer control sensors, said dealer control sensors including at least one touch sensor controlling one or more of the following functions:

indicating a player has chosen to receive a hit card;

indicating a player has chosen to stand;

indicating a player has chosen to split the participant's card hand; or,

indicating a player has chosen to double down.

30.   (Original) A system according to claim 23 wherein said at least one dealer control includes a plurality of dealer control sensors which are provided in a simulated dealing shoe which has a stack display which displays a stack image which simulates the stack.

31.   (Original) A system according to claim 23 and further comprising at least one chip sensor for detecting betting chips placed by said at least one player.

32.   (Original) A system according to claim 23 and further comprising at least one chip sensor for detecting betting chips placed by said at least one player, said at least one chip sensor including optical detectors.

33.   (Original) A system according to claim 23 and further comprising:

at least one chip sensor for detecting betting chips placed by said at least one player, said at least one chip sensor including an optical detector;

at least one background optical detector for sensing ambient light.

34.   (Original) A system according to claim 23 and further comprising at least one ante sensor for detecting when a player has placed an ante bet which optionally qualifies the player to play for a winning slot group.

35.   (Original) A system according to claim 23 and further comprising at least one chip sensor for detecting betting chips placed by said at least one player, said at least one chip sensor being capable of reading the value of the betting chips.

36.   (Original) A system according to claim 23 and further comprising at least one chip sensor for detecting betting chips placed by said at least one player, said at least one chip sensor being capable of reading the value of the betting chips as a result of the betting chips including an electronically programmed identification circuit.

37.   (Original) A system according to claim 23 wherein said at least one participant video display provides participant display images which include a player hand count number.

38.   (Original) A system according to claim 23 wherein said at least one participant video display provides participant display images which include a player hand count number and a dealer hand count number.

39.   (Original) A system according to claim 23 wherein said at least one participant video display provides participant display images which include a border portion of the display which indicates outcome of the player's hand.

40.   (Original) A system according to claim 23 wherein the system includes a presentation unit which is a retrofit unit supported upon an upper surface of the gaming table.

41.   (Original) A system according to claim 23 and further comprising at least one participant identification reader for reading identification of at least one participant.

42.   (Original) A system according to claim 23 and further comprising at least one participant identification reader for reading identification of at least one participant using a sensor which detects biological information detected from a body of the participant.

43. (Original) A system according to claim 23 wherein said at least one game processor is capable of performing said shuffling function using a plurality of different shuffling processes.

44. (Original) A system according to claim 23 wherein said at least one game processor is capable of performing said shuffling function using a shuffling process which reorders the stack after each card is dealt from the deck.

45. (Original) A system according to claim 23 wherein said at least one game processor is capable of performing said shuffling function using a shuffling process which reorders the stack after each card is dealt from the deck, the reordering being performed after excluding any cards which have been dealt and are currently in the hand of a participant.

46.   (Original) A system for playing a live card game involving a plurality of live participants, said live participants including at least one player and at least one dealer, said participants personally attending the card game about a gaming table, comprising:

a plurality of participant video displays for providing a plurality of changeable participant display images therefrom;

virtual playing cards, said plurality of participant video displays providing participant display images which include playing card images indicating the virtual playing cards dealt or otherwise assigned to the live participants;

slot symbols which are associated with virtual playing cards in a manner which varies during play of the card game, said slot symbols being presented to the participants so as to provide participant slot groups which vary between winning slot groups and losing slot groups when virtual playing cards and associated slot symbols are assigned to the live participants during play of the card game;

at least one game processor for processing data involving the virtual playing cards and slot symbols.

47.   (Original) A system according to claim 46 wherein said at least one game processor additionally functions by allowing replay of game action which has been recorded by the game processor.

48.   (Original) A system according to claim 46 wherein said at least one game processor additionally functions by allowing reversal of a previous game action which has been recorded by the game processor.

49.   (Original) A method for playing a live card game involving a plurality of live participants, said live participants including at least one player and at least one dealer, said participants personally attending the card game about a gaming table, comprising:

displaying a plurality of changeable participant display images from at least one participant video display, said plurality of participant video displays providing participant display images;

processing data using at least one game processor to perform at least the following functions:

providing game rules which at least partially administer play of the card game;

defining a stack of virtual playing cards having one or more decks of virtual playing cards included therein for use in playing the card game;

selecting slot symbols from a total set of slot symbols which are available for selection;

associating slot symbols to virtual playing cards;

shuffling the stack of virtual playing cards to produce a stack sequence which determines the order of virtual playing cards dealt or otherwise assigned to the participants;

dealing virtual playing cards to participants from the stack according to the game rules;

instructing the participant video displays to display at least playing card images indicating virtual playing cards assigned to the participants,

said virtual playing cards assigned to the participant forming the participant's card hand;

displaying any participant slot symbols assigned to the participants during play of the card game;

controlling play of the card game using at least one dealer control which includes at least one dealer control sensor which is activated by the dealer to control action of the card game including at least dealing of virtual playing cards to the participants;

awarding jackpots to players who receive a winning slot symbol.

50.   (Original) A method according to claim 49 and further including recording game action for the card game being played to enable subsequent analysis or replay.

51.   (Original) A method according to claim 49 and further including reversing game action for the card game being played to delete the effects of one or more actions taken in playing the card game.

52.   (Original) A method according to claim 49 and further including displaying a simulated stack.

53.   (Original) A method according to claim 49 and further including sensing placement of chips by a player for purposes of indicating participation in the card game.

54.   (Original) A method according to claim 49 and further including sensing placement of chips by a player for purposes of indicating an insurance bet being placed in the card game.

55. (Original) A method according to claim 49 and further including sensing an ante chosen by a player for purposes of indicating optional qualification of the player to be awarded a jackpot for receiving a winning slot symbol.

56. (Original) A method according to claim 49 and further including sensing placement of at least one ante chip by a player for purposes of indicating optional qualification of the player to be awarded a jackpot for receiving a winning slot symbol.

57. (Original) A method according to claim 49 and further including sensing the value of chips placed by the players.

58. (Original) A method according to claim 49 and further including communicating instructions from the players to the dealer to indicate playing decisions being made by the player in carrying out play of the card game.

59. (Original) A method according to claim 49 wherein said shuffling step is performed using a shuffling process which reorders the stack after each card is dealt from the deck.

60. (Original) A method according to claim 49 wherein said at least one game processor is capable of performing said shuffling function using a shuffling process which reorders the stack after each card is dealt from the deck, the reordering being performed after excluding any cards which have been dealt and are currently in the hand of a participant.

NEW CLAIMS

61.   (New) A system for playing a live casino game involving a plurality of live participants, comprising:

at least one participant display providing a plurality of changeable participant display images;

virtual playing cards;

playing card images which indicate the nature of virtual playing cards dealt or otherwise assigned to the live participants;

slot symbols which are associated with participants in a manner which varies during play of the casino game, said slot symbols including at least one winning slot symbol;

at least one game processor for processing data involving the virtual playing cards and slot symbols;

whereby a participant may receive a jackpot in response to receiving said at least one winning slot symbol, or may receive a payoff in response to a winning card hand defined by the virtual playing cards assigned to the participant.

62.   (New) A system according to claim 61 further comprising at least one pay line display for displaying at least one slot symbol which has been associated with a participant.

63.   (New) A system according to claim 61 further comprising at least one pay line display for displaying participant slot symbols, said at least one pay line display including a secondary pay line display which is separate from said at least one participant display.

64.   (New)   A system according to claim 61 wherein said at least one game processor additionally performs a function of recording game action for the card game being played to enable subsequent analysis or replay.

65.   (New)   A system according to claim 61 and further comprising at least one chip sensor for detecting betting chips.

66.   (New)   A system according to claim 61 and further comprising at least one background optical detector for sensing ambient light.

67.   (New)   A system according to claim 61 and further comprising at least one chip sensor for detecting betting chips and a value of the betting chips.

68.   (New)   A system according to claim 61 and further comprising at least one chip sensor for detecting betting chips and a the value of the betting chips using a programmable identification circuit.

69.   (New)   A system according to claim 61 and further comprising at least one participant identification reader for reading identification of at least one participant.

70.   (New)   A system according to claim 61 and further comprising at least one participant identification reader for reading identification of at least one participant using a sensor which detects biological information detected from a body of the participant.

71.   (New)   A system according to claim 61 wherein said at least one game processor is capable of performing said shuffling function using a plurality of different shuffling processes.

72.   (New) A system according to claim 61 wherein said at least one game processor is capable of performing shuffling function using a shuffling process which reorders a virtual stack between assignments of virtual cards.

73.   (New) A method for playing a live casino game involving a plurality of live participants, comprising:

displaying a plurality of changeable participant display images from at least one changeable participant display;

processing data using at least one game processor to perform at least part of play of the casino game;

defining virtual playing cards for use in playing the casino game;

selecting at least one slot symbol which may be assigned to a participant during play of the casino game;

assigning virtual playing cards to participants;

instructing the at least one changeable participant display to display at least one playing card image to at least one of said plurality of participants;

paying a participant in response to a participant receiving a winning card hand assigned thereto;

displaying any participant slot symbols assigned to a participant during play of the card game;

awarding jackpots to participants who receive a winning slot symbol.

74.   (New) A method according to claim 73 and further including recording casino game action to enable subsequent analysis or replay.

75.   (New) A method according to claim 73 and further including sensing placement of chips by a participant for purposes of indicating participation in the casino game.

76. (New) A method according to claim 73 and further including sensing an ante placed by a participant for purposes of qualifying a participant to be awarded a jackpot for receiving at least one winning slot symbol.

77. (New) A method according to claim 73 and further including sensing the value of chips placed by said participants.

78. (New) A method according to claim 73 wherein a shuffling step is performed on said virtual playing cards using a shuffling process which reorders between assignments of playing cards to said participants.